FANTASY CARD GAME

MONSTER MAKER

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GAME DESIGN GINICHIRO SUZUKI
ILLUSTRATION KUGATSUHIME

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INSTRUCTION BOOK

1. WHAT KIND OF GAME IS IT?

The goal of the game is to go through the dungeon (underground labyrinth) using [Corridor Cards] and obtain [Treasure Cards]. You can interrupt your opponent's progress with [Monster Cards]. When a [Monster Card] is played, you must use [Character Cards] to fight and defeat monsters.
If you return from the dungeon in time, you will be rewarded with a treasure (gold). The first player to return from the dungeon draws a [Prize Card] and earn its worth in points as well.
The winner is the player who collects the most points by playing until either the Treasure or Prize Card deck runs out.

2. NUMBER OF PLAYERS

2 to 6 players can play, but 3 to 4 is the most suitable.

3 . HOW TO PLAY

[Preparation]
Deal out 7 "Monster Maker Cards" (hereafter refered as "cards"), face down, to each player.
If there is a trap card among the first seven cards, replace it with a card from the deck. The remaining cards are then turned face down,shuffled, and placed in a deck in the middle of the play area.
The Treasure and Prize cards are also placed face down and shuffled into a deck in the middle of the play area.

[Order of play]
The player is chosen by dice or rock paper scissors to be the first to play. The players then take turn clockwise.

[On your turn]
When it is your turn, draw a card from the deck and do one of the following
① Play a [Corridor Card] to move forward in the dungeon.
If you have already played a [Corridor Card] in the previous turn, put it on top of the others in the way that no numbers are hidden from other players. You will have advanced only as far as the sum of the numbers. (The distance units are in perch, which is about 5 meters).
② Play a [Monster Card] on an opponent's [Corridor Cards] to interfere with their progress. You cannot play a [Monster Card] on an opponent who already has a [Monster Card] on their play area.
③ If someone already played a [Monster Card] on you, you can play [Character Cards] to fight against it.
The used [Character Cards] are discarded afterward. If you win the battle, the Monster Cards are discarded and you can move forward again on your next turn.

If you lose the battle, the Monster Card remains at the end of the Corridor and you have to fight further.
④ If you have 8 cards in your hand and you cannot or do not want to ①~③, you can choose one card and discard it. At the end of your turn, you are not allowed to have more than 8 cards in your hand.
⑤ If you have seven or fewer cards in your hand, you may "pass" to the next player.

[Fighting]
The red number on the monster card indicates the strength of the monster. To win a fight, the characters' strength must be equal to or greater than the monster's strength.
The "D" on Character Cards indicates the number of dice to be rolled. For example "2D+3," the character's strength is equal to two rolled dice +3. If two or more Character Cards are played, the strength of each is added up and compared to the strength of the monster.
[Clerics]
Cleric cards have no strength, but have the following two functions
① It chases [Undead type] monsters. (Both of them are discarded)
② You can discard the Cleric instead of a [Character Card] you just used. (In this case, declare "Heal".)

[Spell Cards]
[Spell Cards] cannot be played alone. You can only play a "Spell Card" together with a "Character Card" to obtain the effect described on the card. [Sleep] and [Charm] can only be used on human-type monsters.

[Special Usage of Charms]
When a Magician or Elf uses a Charm spell to defeat a Human Type monster, they can put the monster on another player's dungeon.

[Detour]
If a player plays a "Detour" card when a monster is played, they can bypass the monster. Both the Monster Card and the Detour Card are discarded.

[Traps]
When you draw a Trap Card, you must reveal it. If you have a Thief card, you can escape from the trap. If you discard the Thief card, the trap is also removed and the card is discarded.
If you have no Thief, you have fallen into the trap. You must choose 3 cards from your hand and discard them together with the [Trap Card].

[Treasure Cards]
When you have advanced 100p (or more) along the dungeon, you arrive at the dungeon's Treasure Room.
Declare "Treasure Room" and draw a card from the deck of Treasure Cards.
The player will receive as much gold as the Treasure Card says, but only after returning from the dungeon.
The "D" on the card is the same as for [Character Cards] and is determined by rolling a die. This is done when the game ends.
If you draw a card that says [Open], turn it face up, show it to everyone, and follow the instructions on the card.
Some cards can be used as weapons. These can be used on the way home. Treasure Cards are not discarded when used in combat.

When you draw a [Hidden Door] card, if you have a [Thief] or [Dwarf] card, you can discard it and draw two more [Treasure Cards]. If you do not have a Thief or Dwarf card, you may either wait in the "Treasure Room" until you draw one, or you may continue on your way back to the prize card.

[The road back]
You can play [Corridor Cards] again and continue on your way back. The return trip must be the same distance as you took to reach the "Treasure room". If you went up to 105p when you declared "Treasure Room", you will have exit the dungeon only once you reach 105p on your return trip. However, if you cannot reach exactly 105p, you become lost and cannot return (You can decline to play a corridor card until the one you need comes up, as long as there are cards in the draw pile and noone has returned from the dungeon yet).

[Prize cards]
The first player to return from the dungeon draws a [Prize Card] from the deck.

[End of game]
When the draw deck is exhausted, noone may draw any more cards. Once someone has returned from the dungeon, noone may draw any more cards. Afterward, you must return from the dungeon with only the cards in hand. When a player runs out of cards during endgame, their game is over. Any party that is unable to return from the dungeon, dies inside of it.

Any player unable to return, returns their [Treasure Cards] to the deck and shuffles it. However, [Hidden Door] and [Goddess Statue] can only be used once a game (either remove them from the game when a player dies or redraw if they are drawn a second a time).

4. 5 AND 6 PLAYER RULES

① 5 players The minimum travel distance to the treasure room is reduced to 80.

② 6 players The minimum travel distance to the treasure room is reduced to 70.

5. GAME END CONDITIONS

The game end when the [Treasure Cards] or [Prize Cards] deck are exhausted. Compare everyone's gold, and the player with the most gold wins. (A game consists of trips to multiple dungeons). You may also determine the victor by playing multiple times and going by the number of single-dungeon victories.

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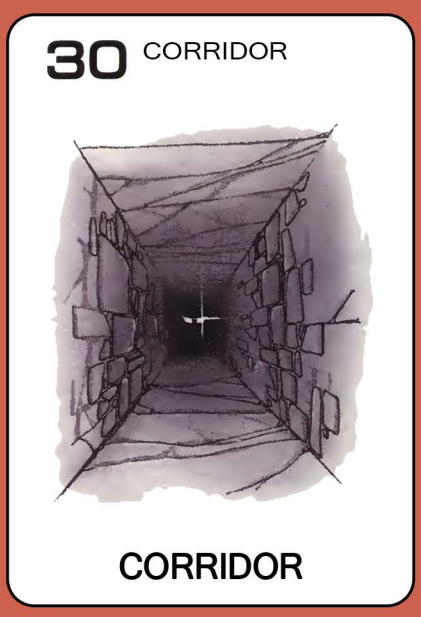
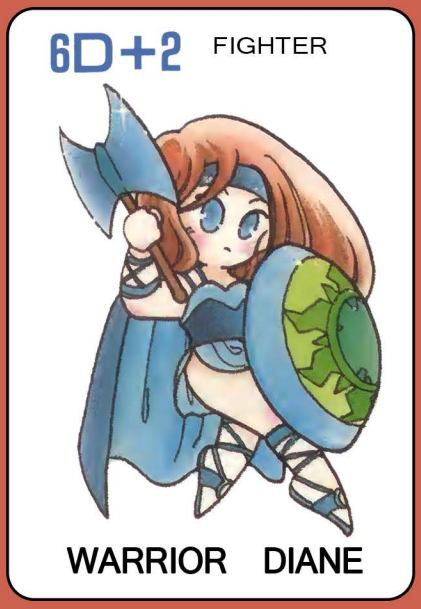
DRAGON
GO
THAT GIRL
GET HER OUT OF MY WAY!



YOU USE CORRIDOR CARDS TO PROCEED THROUGH THE DUNGEON (UNDERGROUND LABYRINTH) AND RETURN WITH A TREASURE.
BUT MONSTER CARDS CAN GET IN YOUR WAY.



YOU MUST SLAY THE MONSTERS THAT STAND IN YOUR WAY, OR YOU WILL NEVER ADVANCE.
TAKE UP YOUR AXE, WARRIOR DIANE SUPERHEROINE, AND SLAY THE DRAGON.

THE RULES ARE SIMPLE: GET IN, GET OUT.
CAN YOU GET YOUR HANDS ON A TREASURE AND GET BACK OUT OF THE DUNGEON ALIVE?

150 CARDS

LISTED PRICE 2000 GOLD

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2-10 KANDA JIMBOCHO, CHIYODA-KU, TOKYO